

# VOYEUR™

*Interplay™*

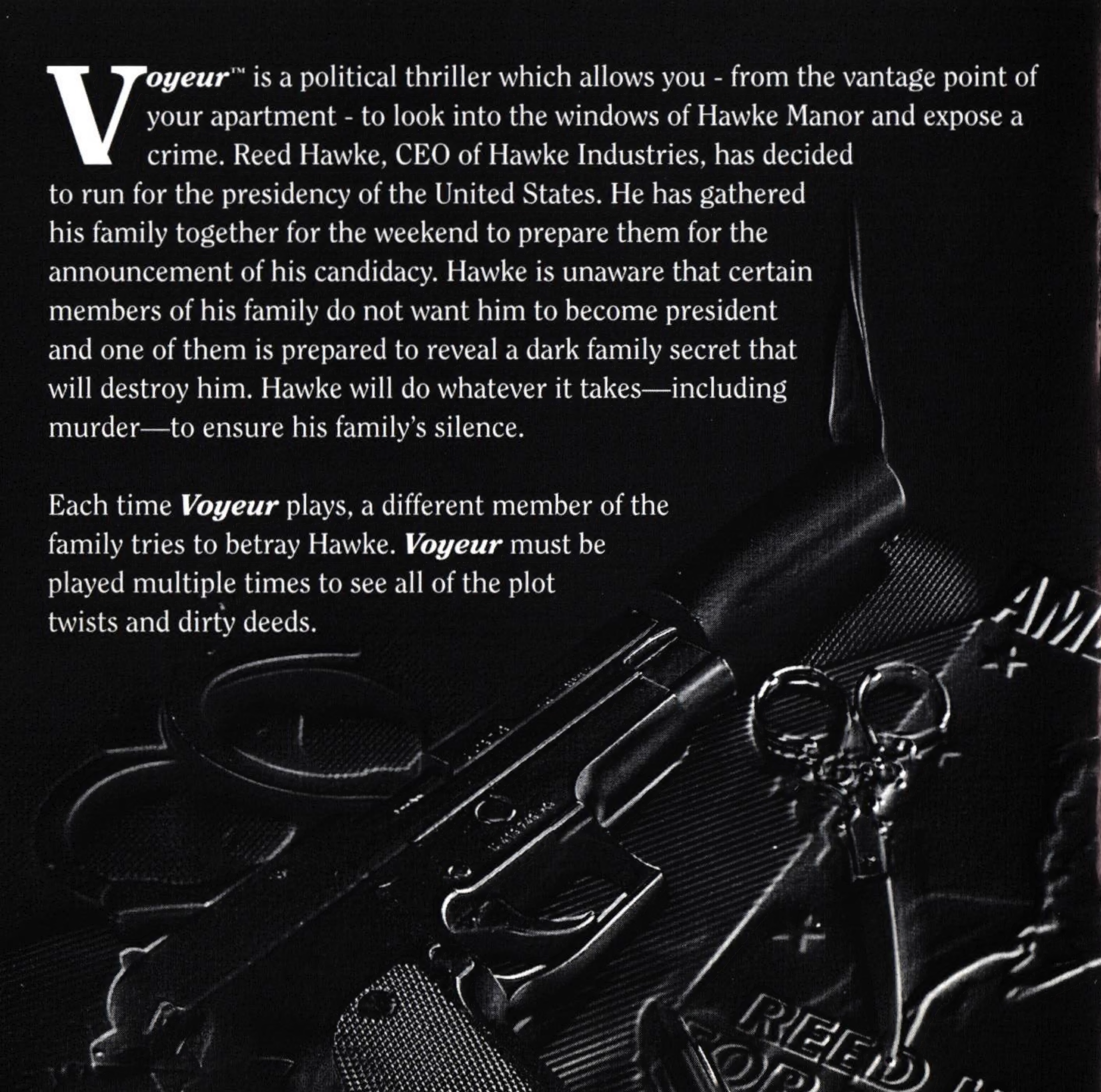


CD-ROM  
CINEMATIC  
MULTIMEDIA



**V***oyeur*<sup>™</sup> is a political thriller which allows you - from the vantage point of your apartment - to look into the windows of Hawke Manor and expose a crime. Reed Hawke, CEO of Hawke Industries, has decided to run for the presidency of the United States. He has gathered his family together for the weekend to prepare them for the announcement of his candidacy. Hawke is unaware that certain members of his family do not want him to become president and one of them is prepared to reveal a dark family secret that will destroy him. Hawke will do whatever it takes—including murder—to ensure his family's silence.

Each time *Voyeur* plays, a different member of the family tries to betray Hawke. *Voyeur* must be played multiple times to see all of the plot twists and dirty deeds.





# As a voyeur you can -

## TRY TO PROVE TO THE POLICE THAT REED HAWKE HAS COMMITTED MURDER

If you "videotape" the scene in which Hawke is implicated in the murder of a family member and show it to the police. Hawke is arrested and his bid for the presidency ends. You can call the police at any time, but remember, it takes concrete evidence to justify an arrest.

## TRY TO SAVE THE FAMILY MEMBER IN JEOPARDY

If you send key videotape scenes to the character in jeopardy, the character will flee Hawke Manor. Once out of the house, the character turns over his or her evidence to the press, ending Hawke's bid for the presidency. But if you send the videotape to one of the characters who has been bought off by Hawke, watch out!

## WATCH WITHOUT GETTING INVOLVED

As a true voyeur you can choose simply to browse the rooms of Hawke Manor. Although you see and hear many interesting scenes, and get some sense of what's happening in the story, the family secrets may not be revealed in a single viewing.





# Lockout System

A lockout feature offers adults the option to control family use of the program. After the opening logo, a lockout screen appears. The time and date of the last game played is shown for your reference.

To “unlock” the disk, enter **3333** and click the word **Accept** with the mouse button.

To change the lockout code, enter the current code and click on **New Code**; then enter your new code and click on **Accept** to begin the program.

# Installation

- **DOS**

Insert the CD into your CDROM drive, change your working drive to the CDROM drive (usually D: or E:) and then type **INSTALL**.



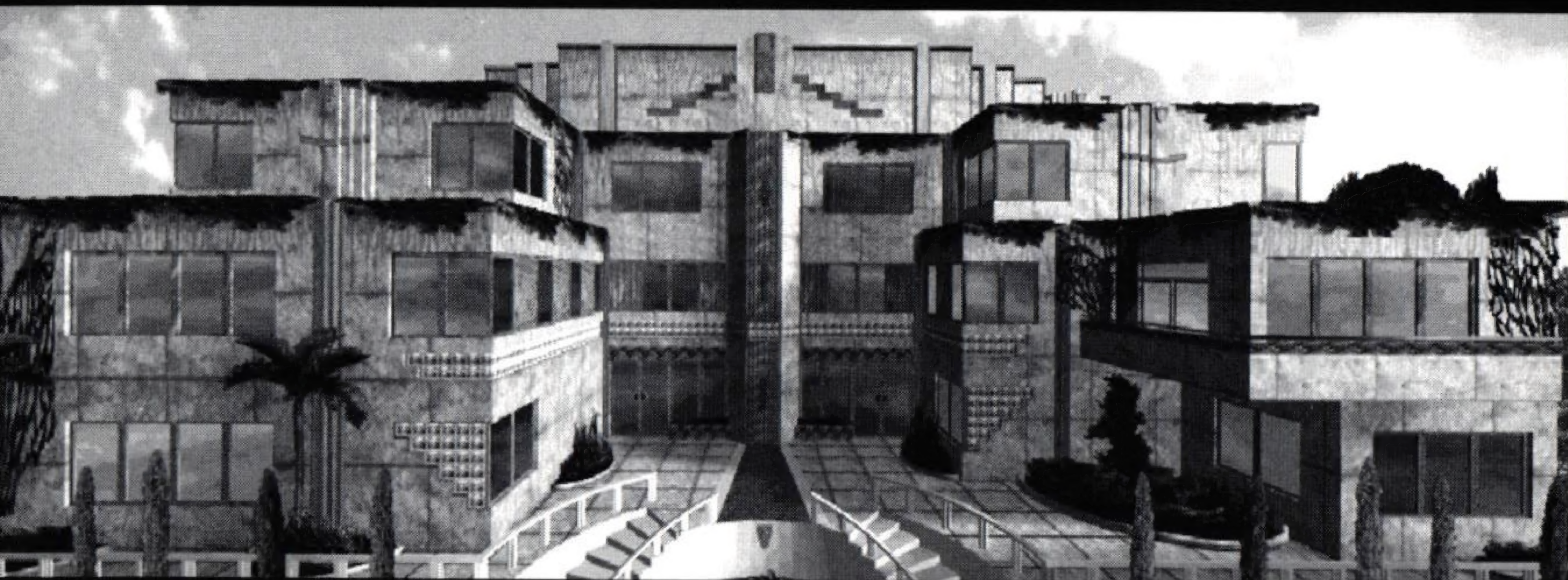




The *Voyeur*<sup>™</sup> title sequence plays with the opening credits dissolving to your apartment where you receive a phone call explaining your assignment.

From your apartment, use the mouse button to select **Watch TV** (television) to get background on the Hawke family.





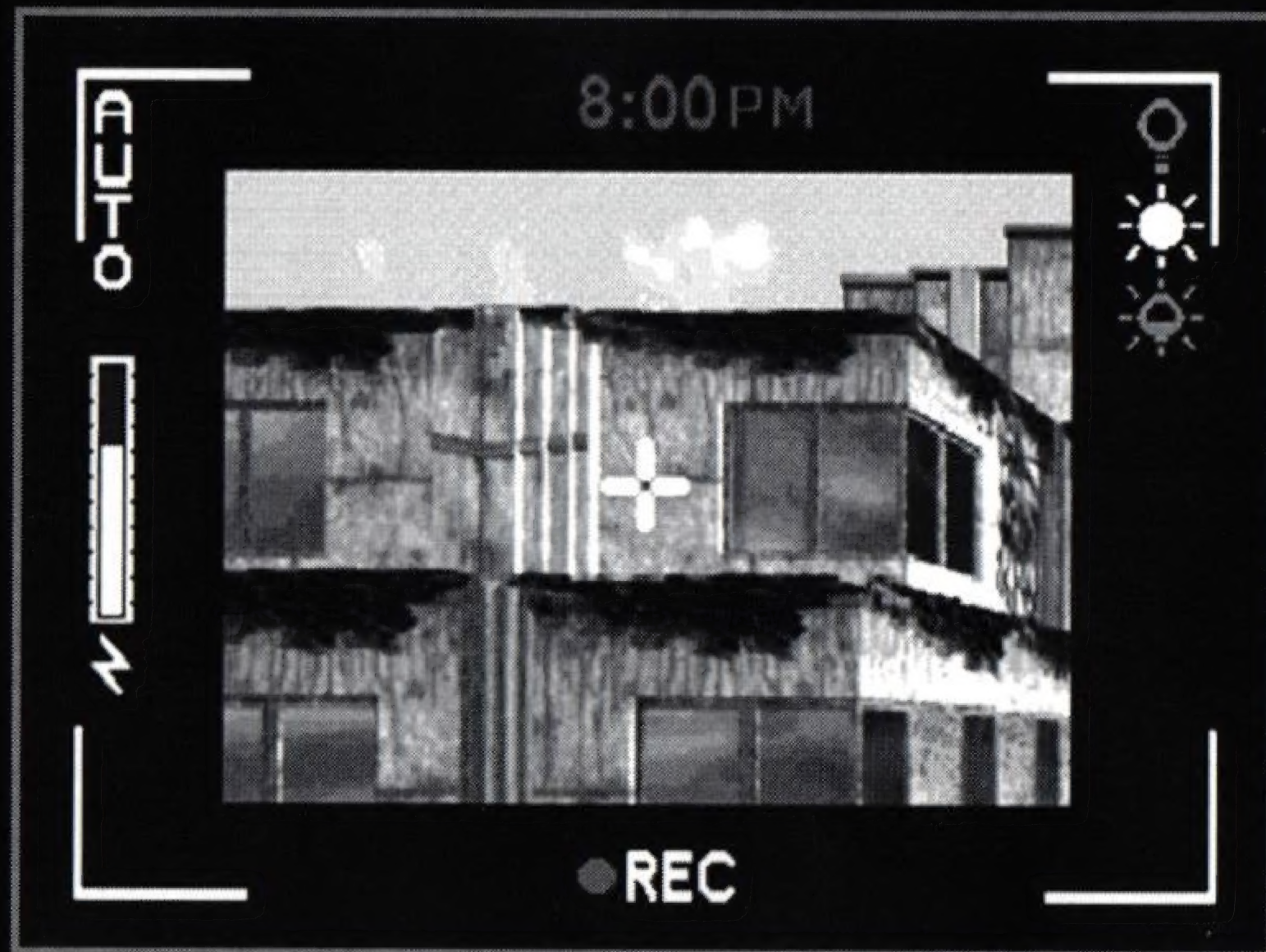
Select **View Hawke Manor** (video camera) to begin the game.



# Time

Time is a critical factor in game play. You have only the weekend (ending at 10:30 pm on Sunday) to observe clues and take action before Reed Hawke holds his press conference Monday morning.

The time of day is shown at the top of the camera screen. As you view the mansion and the scenes within its windows through the camera, the minutes tick by in “real” time. A **Battery Gauge** on the left side of the viewfinder indicates the amount of time remaining before the next time change. When time is running out, the gauge will flash.



With scenes playing simultaneously in several rooms, each game depends upon which windows you choose to view - if you are looking in a bedroom window, you may miss what is happening down in the kitchen and so on.



# The Camera

As you view Hawke Manor, the camera automatically records the scenes and evidence you encounter. Move the cross hair cursor over each window of Hawke Manor. The cursor will change to indicate what kind of scene is currently in that room:



indicates a video scene



indicates an audio scene



indicates evidence such as photos, a diary or letters.

The cross hair cursor will remain white if a window is currently unavailable.

To see evidence, click on a window with the left mouse button to enter that room. Move around the room until the small magnifying glass turns green or red when evidence is located.

- To view evidence, click the left mouse button.
- To put away the evidence click the right mouse button.
- To exit the room and return to the exterior of Hawke Manor click the right mouse button while it is not on any evidence.
- To return to your apartment click the right mouse button outside of the main viewing area of the viewfinder.

While playing **Voyeur**, if you want to interrupt any sequence and go out to the next scene without losing more time, click the right mouse button.



# Other Resources

**Review Tape:** click the left mouse button on the television in your apartment for a list (VCR screen) of video scenes, audio scenes, and pieces of evidence that you have recorded. The last item on the list is highlighted green.

- Scroll one item at a time by using the single up or down arrows or view one screen at a time by using the double up or down arrows.
- Select which video, audio, or evidence you want to review and click the left mouse button. It will highlight in green.
- Click **Play** to view the item. After it plays, you return to the VCR.
- Click **Exit** to return to your apartment.

**Call the Police:** Click the left mouse button on the telephone to “call” the police and “tell” them what you’ve seen. A detective will show up at your door and ask to see the tape. The VCR will automatically begin playing your tape.

- If you have a scene which exposes Hawke’s criminal intentions, the portion of the scene you have recorded will play. If not, no scene will play on the screen.

- The detective will tell you whether or not the tape proves Hawke’s guilt. You will be rewarded or scorned depending on the scenes you taped.

**Send a Tape:** Click the left mouse button on the express package on the bed to bring up a screen showing the four primary characters.

- Click the left mouse button on the picture of the character you want to receive the tape.
- If you have a scene on tape that is sufficient to warn a character of impending danger *and* you send your tape to the right character, he or she will escape in time to expose Hawke’s evil intentions. If not, things get ugly.
- Click the left mouse button on **Exit** to return to your apartment.

**Quit:** Click the left mouse button on the bedside table to exit the game.



# Customer Support

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**Interplay** 17922 Fitch Avenue Irvine, CA 92714  
Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with Customer Service representatives available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

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**CompuServe:** We are available for IBM and compatible on-line support. We are located in the

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**GENie:** We are located in the Games RoundTable by Scorpio, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

**PRODIGY® Interactive Personal Service:** You may send mail directly to us. Our ID is "PLAY99B".

**Internet:** You can reach Interplay with "iptech@aol.com" or "76702.1342@compuserve.com". Many Interplay demos and patches are available at Internet FTP sites.



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**Interplay 17922 Fitch Ave., Irvine, CA 92714**

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# VOYEUR<sup>TM</sup>

## Credits

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**DOS Conversion by Entertainment Software Partners**

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